Garry Kitchen's

SUPER BATTLETANK
WAR IN THE GULF
™

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Garry Kitchen has been designing video games since 1979. His first titles were the landmark Atari 2600 version of *Donkey Kong*™ (Coleco) and his original creation, *Keystone Kapers*™ (Activision), also for the 2600.

Garry's other products for Activision include *Designer's Pencil*™ and *Garry Kitchen's Gamemaker*,™ both for the Commodore 64. His work on these titles led to his being named 1985's Video Game Designer of the Year by Computer Entertainer magazine. For the NES, Garry has worked on *Destination Earthstar*™ and *The Simpsons: Bart vs. the Space Mutants*™ (Acclaim); *Stealth ATF*™ (Activision); and Absolute's *A Boy and His Blob*.™ He was also the designer of Absolute's best-selling NE$ release, *Battletank*.™

Garry currently serves as president and CEO of Absolute Entertainment, Inc.

ABSOLUTE ENTERTAINMENT

EmuMovies

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Printed in Japan

SNS-SB-USA

Garry Kitchen's

SUPER BATTLETANK
WAR IN THE GULF
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COMMANDER'S DIRECTIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

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COMMUNIQUÉ TO ALL M1A1 BATTLETANK COMMANDERS FROM THE COMMANDER OF ALLIED FORCES

As you know, the Persian Gulf air war has been underway for some time now, and we have been completely successful in all aspects of that campaign.

While we have previously been unable to confirm the necessity of launching a ground assault, we have certainly been prepared to commence such an action for the past several months.

It is my duty to inform you at this time that the decision to go ahead with the ground war has been made. We have received orders from the president authorizing immediate troop movements into Kuwait.

On behalf of the Allies and the American people, the president extends his appreciation to you and your men for training so diligently and waiting so patiently these last few months. You have earned his respect and complete confidence.

As for myself, I know you will perform brilliantly.

SPECS

"I just want everybody to know that we have a toolbox that's full of tools and I brought them all to the party."–*General Colin Powell, Chairman, Joint Chiefs of Staff*

M1A1 Abrams Battletank

Weight: 63 tons

Measurements: 20 ft. long, 11.8 ft. wide, 7.8 ft. high

Primary Weaponry: 120mm M-68E1 smoothbore cannon, firing M-728 armor-piercing shells at a range of 2.5 miles

Secondary Weaponry: 7.62mm M-240 machine guns

Engine: 1,500 hp gas turbine

Top Speed: 42 mph

Maximum Range at Top Fuel Capacity: 288 miles

Number of Units Deployed to Persian Gulf: 1,900

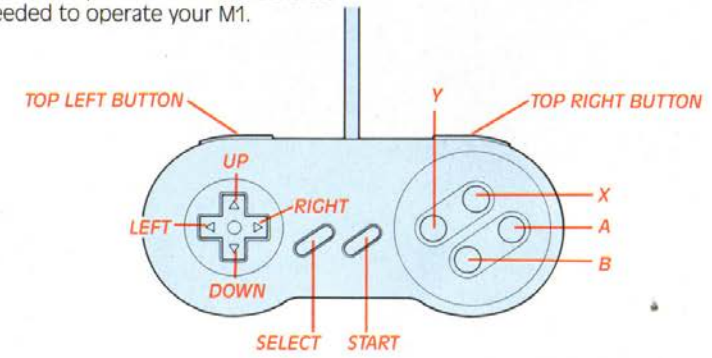
POWERING UP

1. Make sure the power switch is OFF.
2. Insert the **Super Battletank: War in the Gulf**™ Game Pak as described in your SUPER NINTENDO® ENTERTAINMENT SYSTEM™ manual.
3. Turn the power switch ON.

TO START: Push the START BUTTON on the game controller.

Controlling the M1A1

Refer to the diagram below and familiarize yourself with the controls needed to operate your M1.



To Steer Tank–Press the TOP RIGHT or TOP LEFT BUTTONS.

To Increase Speed–Hold down BUTTON X.

To Decrease Speed–Hold down BUTTON Y.

To Reverse Direction–Hold down BUTTON Y when stopped.

To View Long-Range Radar Map–Press BUTTON B.

To Select a New Weapon–Press SELECT.

To Fire a Weapon–Press BUTTON A.

To Lower Cannon or Weapons Sight–Press the UP ARROW.

To Raise Cannon or Weapons Sight–Press the DOWN ARROW.

To Pause/Unpause–Press START.

Receiving Mission Orders

Your mission orders will appear here.

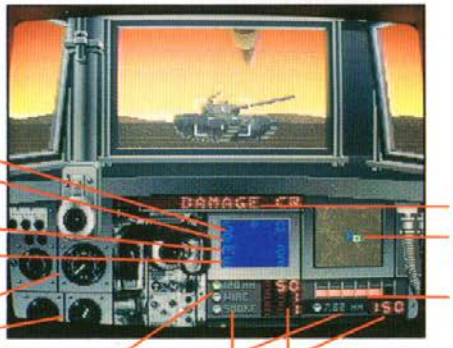
After a short briefing by the commander of the Allied Forces, you will be given your mission orders along with the current time and present location. Each mission assigns to your M1A1 a number of enemy objectives that must be located and destroyed (see the Long-range Radar Map icons on page 10 for a complete listing of enemy targets).

Expect a total of 10 missions in this campaign that will increase in difficulty and vary as to time of day. The number of enemy encounters will progressively rise, and combat will become more intense. Missions 3-10 are expected to culminate with assaults on heavily-fortified Enemy Strongholds; see page 14 for more information.

If you have previously familiarized yourself with your orders, you may bypass this screen by pressing START or BUTTON A.

The Battle Screen

This is the view from which you will deploy your weapons and actively engage the enemy. All tank commanders are expected to have spent the requisite number of hours in battle station training, as stipulated by the Allied Forces commander. Combat participation without a complete understanding of the following section is strongly discouraged.



The Instrument Panel

The M1A1's fully-instrumented driver's station provides direct access to all computerized weaponry and guidance systems.

Following is a brief overview of instrumentation function. For detailed explanations of each feature, consult the appropriate sections contained in this document.

Gun Angle: The precise angle to which the 120mm cannon turret is raised or lowered at any given time (range: from 0° = straight ahead, through 10° = fully raised).

Range: The distance, in meters, of the sighted enemy from your tank. This information can only be provided when a weapons sight has targeted either a mobile or stationary enemy.

Mission Number: Numbered 1-10.

Message Center: Relays crucial information, such as equipment status, mine field approach warnings, communications from headquarters, and your score.

Enemy Targets Remaining: This is the number of enemies still active and in operation that must be destroyed in order to complete a mission.

Short-range Radar Map: Shows the location of the enemy relative to your tank.

Damage Indicator Lights: Each light registers a significant hit your tank has sustained from the enemy. The M1A1 is capable of tolerating a maximum of 5 hits. On the sixth hit, your mission will be reported as failed.

Speedometer: The needle moves clockwise as your speed increases, and counterclockwise as it decreases. When your tank is in reverse, the needle moves counterclockwise past the zero point.

Fuel Gauge: When the needle is positioned all the way to the right, you are fueled to capacity. As you burn up fuel, the needle moves to the left.

Weapons: When a particular weapon has been selected for use, its Status Indicator will be illuminated.

Weapons Status Indicator: Indicates the condition of the weapon in use. Green light = OK to engage. Red light = system out; unavailable. Blinking green light = reloading or overheated.

Shots Remaining: The amount of ammunition available for a particular weapon.

THE RADAR MAPS

The M1A1 comes equipped with advanced Nav-Star uplink navigational systems that will maximize your effectiveness in combat. Use these instruments in the following sequence:

1. Long-range Radar Map

The Long-range Radar map enables you to quickly and efficiently locate mobile and stationary enemy targets, mine fields, and Allied bases. Pressing BUTTON B displays the map in place of the Battle Screen.

Various combinations of the icons shown below will appear, depending on which mission you are currently undertaking.

Long-range Radar Map Icons

Enemies

Soviet-made T-62 Tank

Mine Field

SCUD Launcher

Location of Heavily-Fortified Stronghold

Soviet-made Mi-24 HIND Helicopter

Allies

Allied Base

The blinking tank is yours. After identifying each icon, steer your M1 into the desired sector and press BUTTON B again to switch back to the Battle Screen.

CAUTION: It is not advisable to drive beyond mission sector parameters on either the Long-range Radar Map or the Battle Screen. To prevent such a breach from occurring, your tank's computerized guidance system has been pre-programmed to stop at these boundaries.

2. Short-range Radar Map

The enemy (represented by a square icon) will now appear on the Battle Screen's Short-range Radar Map, and will be identified in the Message Center. A mobile enemy may begin to move toward you and commence firing. At such times, it is strongly recommended you engage in combat immediately (see "Weapons" on page 11).

When an enemy is destroyed, the icon will disappear from both the Long-range and Short-range maps. Mine fields and fortified enemy strongholds are not depicted on the Short-range Map.

Mine Fields

Mine fields will cause damage to your tank on *both* the Long-range Radar Map and the Battle Screen, but do not appear on the Short-range Radar Map. On the Long-range Radar Map, avoid passing over the mine icons. As you approach a mine field on the Battle Screen, a mine detection warning will appear on the Message Center. You should attempt to steer *around* them so they pass on either side and not under you.

Mines can be taken out with machine guns.

WEAPONS

The M1A1 is equipped with four types of artillery. These are available to you during combat on the Battle Screen. Pressing SELECT highlights the weapon on the instrument panel; pressing BUTTON A fires it.

You will be issued a different number of rounds for each mission. On the instrument panel, the number next to the weapon indicates how many of its shots remain.

The Weapons Status Indicator lights provide you with immediate feedback on the condition of your artillery. A green light signals normal firing status; a red light signals a weapon's unavailability, which may be due to complete expenditure of ammunition. In the latter case, rearmament is possible at an Allied base (see "Allied Bases" on page 13 for more details on this process). A blinking green light signifies temporary reloading procedures in progress, or overheating.

7.62mm Machine Guns

Machine guns are best used in short punctuated bursts. Prolonged firing will lead to overheating, which is indicated by a flashing green Weapons System Status light. If this situation occurs, you will be unable to fire until the guns cool and the steady green light returns.

In addition to their effectiveness on mobile and stationary enemies, the machine guns can take out mines and enemy shells visible on the Battle Screen.

The machine guns are represented on the Battle Screen by an "X" sight.

120mm Cannons

In all missions, your main ammunition allotment will be for the 120mm cannons.

The cannon turret must be carefully aimed to maximize the effectiveness of a shot. Refer to the Gun Angle indicator on your instrument panel to make your adjustments, based on your distance from the enemy. For a shot to travel longer distances, the gun angle should be raised (the maximum is 10°). Caution must be exercised, however, not to fire over the top of a close enemy tank.

For shorter distances, a smaller angle is called for (0° will result in a shot that travels straight and low).

Laser-guided Shells ("Fire and Forget")

A limited number of cannon shells may be placed under the computer-controlled guidance system. When the laser's square sight is placed on an enemy it will begin to flash, signifying it has locked onto its target. You may now fire when ready and the shell will seek the objective.

Unlike standard cannon ammunition, laser-guided shells can be aimed by raising or lowering the turret all the way to the top and bottom of the Battle Screen. This feature is particularly valuable for helicopter attacks.

CAUTION: The laser-guided shells are not infallible. Rare cases have been reported of enemy tanks using Electronic Counter Measures (ECM) against these shells. ECM's confuse the shells' guidance systems, causing them to veer off course, away from the enemy target.

Smoke Screen

Releasing the smoke screen provides an excellent defensive cover, especially during intense mobile enemy encounters. The smoke will disorient your opponents, causing them to cease fire and possibly stop to regroup. Take advantage of their vulnerability by moving your weapon sight right or left until the Range light on your instrument panel illuminates. The enemy is now within firing range and you may attack uncontested until the smoke screen dissipates.

CAUTION: Selecting the smoke screen *de-*selects any other weapon in use at that time. You must choose a weapon after the smoke is released to restore a sight to the Battle Screen and resume an attack.

Allied Bases

Represented by a flag on the Long-range Radar Map, these Allied command posts act as way stations that provide full damage repair, refueling, and rearmament with each visit. You can only enter a base when it appears on the Battle Screen, so get as close to them as possible on the Long-range Radar Map.

Due to proscribed conservation mandates, you are only permitted *one visit* to a particular base during a mission. If you attempt to enter the same base twice, access will be denied. Check your Message Center for this information. The more difficult the mission, the greater the number of bases provided.

You must wait for a completion message to appear before exiting a base. Then press START or BUTTON A to resume the mission.

Following is a review of the situations that may warrant a trip to a base:

Damage and Repair

Your tank can sustain a maximum of 5 hits. Each significant hit you receive results in the illumination of a Damage Indicator Light on your instrument panel. After 5 hits, an alert siren will sound and a critical damage warning will appear in the Message Center. At this point you are strongly advised to proceed toward an Allied base for repair, since one more hit will result in mission failure.

Hits

Damage to the M1A1 occurs when:

- you are shot by an enemy
- you drive over a mine
- you are hit by an accumulation of shells fired from an enemy stronghold

CAUTION: Your tank will sustain a hit if you drive over a mine on the Long-range Radar Map. Additionally, selecting the Long-range Radar Map screen is *not* a refuge from enemy fire. An engaged opponent can hit your vehicle even as you view the map.

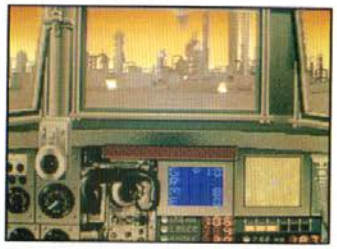
Refueling

Monitor your fuel gauge and Message Center for warnings that you're low on fuel. There are few acceptable excuses for allowing your vehicle to run dry. If this occurs, a severe reprimand will be issued.

Rearmament

Carefully monitor your instrument panel for the number of remaining shots available to each weapon. Replenishment partially restores your armament capacity. In some cases (based on consumption during a mission), you will leave the base with *more* ammunition than you began the mission with.

Fortified Enemy Strongholds



Confidential sources have indicated the existence of several heavily-fortified enemy strongholds: oil refineries, chemical weapons manufacturing facilities, tank and troop bunkers, ammo dumps, and possibly others. Allied AWACS reconnaissance has been authorized to confirm these locations.

When you have successfully completed the initial stages of missions 3-10, a field intelligence report will be relayed to your Message Center via satellite, along with your new orders. The location of one of these targets will now have been pinpointed. Calling up the Long-range Radar Screen at this time shows a flashing icon that represents the stronghold. This icon can only be seen after all other enemies in a mission have been destroyed.

When you arrive at the stronghold on the Battle Screen, the enemy is expected to attack with a renewed fervor. Bursts will be fired at you, not individual shells.

Your objective is to knock out the concentrated areas on the stronghold that the shots originate from. You will notice that there are two types of enemy bursts here: large and small. The large ones cause more damage than the small, so aim for them first.

Depending on an enemy's location within the stronghold, you may choose to fire either your cannon or the machine guns, which aim higher than the cannon but require more shots to be effective. You'll know you've scored a machine gun hit on the stronghold when you hear the ricochet sound. This indicates you have zeroed in on a weak area, so keep firing at that area until it explodes into flame and smoke. Only one direct cannon hit is required to take out an enemy position.

Your M1 will be subject to an intense barrage of firepower during this siege. You must respond quickly, accurately, and instinctively since your vehicle will incur greater amounts of damage the longer a large number of enemies remain active.

When all of the stronghold's flak bursts are knocked out, the firing will cease and your mission will be deemed successful.

Stronghold Assault Strategy

- Evaluate your weapons supply and damage situation *before* embarking upon a stronghold assault scenario. Your tank enters this confrontation in its most current condition. Once the firefight commences, it will not be possible to visit an Allied base for replenishment. You can only use what you have brought with you.

  Accordingly, it is recommended you save a base visit for the time directly after the mission's initial stage–when all the original enemies are destroyed–and just before proceeding to the stronghold target. This way you are assured optimal armament and no damage.

- Your smoke screen is especially effective for dealing with strongholds. When released, the smoke will temporarily conceal the M1A1, drastically reducing the accuracy of enemy fire and the rate of hits that score.

  You will still be able to see enemy bursts through the smoke, thus ensuring your aim.

- The importance of advance preparation for these encounters cannot be overstressed. With each progressive mission, the enemy is certain to step up stronghold fortification.

Mission Completion

After a mission has been successfully accomplished, the commander of the Allied Forces will recap the day's events. You will then receive your next set of orders and resume active duty.

If your mission has resulted in failure, the commander will offer you the opportunity to continue. He will do so a maximum of 3 times throughout the campaign. If you agree to go on, you will be returned to the beginning of the mission you have most recently failed to complete. Your M1A1 will be rearmed, fully powered up and your current score left intact.

In any circumstance, you may only exit after the commander has completed his briefing. At that time, press START or BUTTON A to move on.

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